SinkHole©1999

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Call of Cthulhu

Legal Information

Introduction

This adventure is set in Wakulla, Florida in the 1990s. With some slight modifications it can be used in other times and places.

The adventure pits the intrepid investigators against a cult dedicated to aiding an underground aquatic evil.

Keeper's Background

The following provide the background information the Keeper needs to run the adventure.

Untold eons ago the earth was visited by strange and terrible beings. Among these was the horrid entity Tulushuggua. Tulushuggua found the water filled crevices of the earth to its liking and squirmed its way deep into the earth's crust. There Tulushuggua spawned its brood of Tulush who spread out through the dark caverns in search of food.

When man arose he encountered the Tulush. Some men, impressed by the power of the creatures, worshipped them and formed cults.

Most of these cults eventually perished, but some lived on in various isolated parts of the world.

Several years ago, a promising young graduate student named Hayes encountered one of these cults and found their activities appealing. With his abilities, Hayes was able to contact more sophisticated cults with a worldwide agenda. Drawn into the madness, Hayes agreed to work for the cults and chose to go back to his beginnings by reviving a Tulushuggua cult.

Hayes needed a place to locate his cult and he was able to purchase a plot of land in Wakulla, Florida. Naturally, he selected a piece of land with a sinkhole so that he might contact the Tulush.

Hayes selected Janet Reuben to aid him in his endeavors. When Hayes realized he needed help to lure people into his planned cult, he sought Pete Smith, a religious con man. Smith turned out to be something of a disappointment for Hayes, which is where the adventure begins.

Getting the PCs Involved

One of the investigators will be contacted by a distant cousin, "Preaching" Pete Smith. Smith, who has been helped out by the investigator before (the Keeper will need to make up a plausible story) will naturally seek the aid of his relative again. Smith will tell the following tale:

"As you no doubt recall, I have always been a religious man.

Recently I heard God's calling and answered by leading a flock of the faithful to a parcel of land in Florida. There we kept the faith and sought spiritual enlightenment.

All was going well, but two of my fellow preachers decided that it was time to try something new. They got into terrible things. Blasphemous things. I tried to steer them back onto the path of the righteous, but they heeded not my words. Eventually I was driven out, but not before acquiring some of the books they seemed to use for inspiration. I paged through the books but briefly, but the horrors within nearly bleached my hair white.

I considered going to the authorities, but I realized how crazy my story would sound. And, of course, they haven't really broken any laws.

They might just be harmless lunatics, but I have a feeling they are up to something terrible. Maybe something like what happened with Jim Jones or in Waco.

You are the only one I could think of to turn to, to save my poor lost flock."

The investigator will recall that Smith did have some religious leanings, but that he leaned more towards the con game. However, it will be recalled that Smith wasn't really a bad sort and he will sound sincere. If the investigator agrees to help, Smith will join up with the investigators and start them on their investigation.

Investigation

The following details the information the investigators can acquire during the course of their investigation

Smith

It is likely that Smith will be the starting point of the investigation. He will be able to provide the investigators with the following information:

"I was down on my luck and short of cash when the good Lord brought an opportunity to me. Two fellow believers, or so I regarded them at the time, came to me and spoke of their desire to establish a place for the faithful. These two, Daniel Hayes and Janet Reuben, said that they owned a piece of land in Florida that would be ideal for a religious retreat. They informed me that I had been chosen for my reputation for gaining the trust of other faithful individuals. To make a long story short, we went to Florida, where the land was located and began constructing our little earthly city on the hill.

All went well for several months as the faithful came and renounced their worldly goods so that they might join us. Then things began to get weird. Hayes and Reuben began to preach about the end times to come, but what they said wasn't in the Good Book. They spoke of those who once were and shall be again and how those who join the winning side will survive and those who do not…well, they won't survive.

I was concerned about all this, but Hayes was able to sooth my fears. But not for long. About three months ago Hayes had the faithful start digging into a sinkhole that is on the grounds. Eventually, they built a concrete dome over it. At night Hayes led strange masses in the dome. I considered confronting him, but one of the few remaining faithful fellows warned me that Hayes meant to deal with me. I took his warning seriously and made good my escape, taking with me some

books and other items that Hayes seemed to value."

Smith will be able to provide additional useful information, such as descriptions of Hayes and Reuben and the layout of the compound. Smith knows that Hayes and Reuben are up to something very unusual and potentially quite dangerous. He has just skimmed through Hayes' books, but it was enough to convince him not to read more.

Hayes Books and Items

Smith took ten books, several papers and a floor from Hayes.(Handout #1) is actually a map of the caves under the compound. The tile is a normal floor tile, except for the etched map on the surface.

Seven of the books that Smith acquired are fairly standard occult works and contain nothing of use to the investigators (at least in terms of this adventure). Two of the books are mostly useless, but do contain some interesting references. Conveniently, Hayes dog-eared the pages that should interest the investigators.

The first book, *Old Cults of Mystery* (1921 by Able Hastings) contains the following:

"There are a few references to 'those who dwell beneath the earth, yet swim rather than burrow' and all of them are disturbing. It is said that a great evil god dwelled within the "aquatic crevices" of the earth and sent his minions to the surface to have dealings with certain corrupt men. The most complete work on this topic is contained within Humbolt's *Forbidden Cults.*"

The second book, *Forbidden Cults* (1901 by Brian Humbolt), contains references to several cults around the world who worshipped a being called Tulushuggua. According to Humbolt this being, which dwelled deep within the earth, was served by hideous demons called Tulush. Humbolt describes the Tulush as a horrid mix between eels and squid and he does not even attempt to describe the horror of Tulushuggua.

While Humbolt's work is surprisingly objective and scientific (a successful occult roll will indicate that the investigator remembers that Humbolt committed suicide in an asylum in England), he does wander a bit into rather unusual speculations. One of the oddest is his hypothesis that the various cults who worshipped Tulushuggua did not come about their beliefs in any normal manner. He asserts that these remote and isolated cults were actually linked together by flooded underground caves through which the Tulush traveled. Humbolt asserts that this is the best explanation as to how such scattered cults could have nearly identical rituals and beliefs. Needless to say, this hypothesis was ridiculed by the majority of those who read it. However, Humbolt was completely right. Reading the more speculative and unusual parts of the book costs the reader 0/1 Sanity and gains the reader a 1% increase in Cthulhu Mythos.

Smith also grabbed several loose pages that seemed important to Hayes. These pages are in English, but contain many unusual symbols. An occult roll will reveal that many of the symbols bear some similarity with occult symbols, mostly those alleged to deal with earth, caverns, water and summoning. A Know roll will also reveal that many of the symbols seem to be mathematical and geometrical. A successful Physics roll will reveal that some of the symbols bear a resemblance to certain unusual equations relating to

space and time. The pages contain the spell contact Tulush as well as some vivid descriptions of the ways and practices of the Tulush. Reading the pages gives the reader a chance to learn the spell at the cost of 1/1D3 Sanity Points and a 1% increase in Cthulhu Mythos.

Another Source

If the investigators decide to look for additional references in a large library (such as the one at Florida State) they can locate a small reference in Gerald Jone's 1966 *Odd Florida*. "In addition to the pleasant tale of the fountain of youth, there are many not so pleasant Spanish tales. One story speaks of a small band of Spanish soldiers who set out from Fort San Marcos in search of another party of men who had failed to return. Based on the references to sinkholes, it is likely that these men reached the area now known as Wakulla. The men supposedly encountered one of the missing men. The man was crazed and spoke of the 'devil' that dwelt within the water filled hollows. He told the soldiers how something lashed out of the water, dragging his fellows into the hole. He said that there was so much blood that all the holes in the area were tinted red. When the man was brought back to the fort, all he could do was recite the following: 'veins run through the earth and her blood is water. Things swim in her blood…things that should not be.' It is said that the man was sent back to Spain and died twenty years latter in a monastery, still reciting the words."

Investigating in Wakulla and Tallahassee

The investigators might decide to seek additional information in Wakulla and Tallahassee.

Investigators might chose to talk to people in Wakulla and Tallahassee (the capital of Florida, which is a short distance from Wakulla. People have heard that a new cult/religion has taken up residence in Wakulla. The general consensus is that the people are weird, but harmless. Some people, in light of Waco, are worried and local law enforcement has been keeping a subtle eye on the compound. However, the members of the group, who call themselves the faithful, have done nothing illegal.

Tallahassee's local paper, *The Democrat* did an article on the group, but it is more or less a fluff piece.

If the investigators spend some time in Wakulla and speak with the locals, they will notice that a few of the locals suspect that something amiss is going one. One local, Ralph Brown, even caught a glimpse of a Tulush in a sinkhole. If the investigators win his trust, the retired electrician will tell the following story: "I was out walking my dog at the sinks when he started barking and growling at something in the water. I thought it might have been a gator that managed to get in there, but then I saw it was bigger than any gator I'd ever seen. Then it dove under. I waited about forty minutes for it to come up, but it never did."

The Faithful

The investigators might decide to talk to some of the faithful or even visit the compound. The faithful rarely leave the compound, except for brief trips to purchase food and other necessities. The faithful will be willing to talk about the great joys of

being one of the faithful, but have been carefully schooled not to reveal anything incriminating. If the investigators seem unusual or suspicious, the faithful will be sure to report to Hayes.

If the investigators are persuasive and are able to convince one of the cult leaders that they are interested in joining, they can be taken on a tour of the compound. Naturally, the cultists will be careful to conceal any evidence of unusual activities.

The investigators might wish to try to go under cover in the cult. This is possible, but very risky as the cult leaders will try to drive new recruits insane (and hence trustworthy) as soon as possible.

Hayes and Reuben

If the investigators are able to get access to the relevant records or contact people who knew him (the exact details are left to the Keeper's discretion) they can learn that Hayes was a promising young anthropologist at the University of Michigan. After working on a project investigating cults, he suddenly dropped out of school and began associating with various cults around the world.

There is little information available on Reuben, except that she worked for a short time as a minor actress (mainly bit parts and commercials). She does have a police record: one arrest for possession of illegal drugs. The police report also notes that she was arrested with several other people who were said to be members of a cult.

The Diver

Because of the deep spring and the fact that mammoth bones have been found there, Wakulla Springs is a site that is sometimes investigated by divers and researchers. There is currently a minor project going on during the time span of the adventure. Unfortunately for the project members, hungry Tulush are active in the area.

While the investigators are in the process of investigating two divers in the Wakulla caves will encounter a Tulush. One will be killed and the other will barely escape. The *Tallahassee Democrat* will run a story on the event. The following section will be of interest to the investigators:

"Tragedy in Wakulla Springs: Diving in Wakulla Springs is a dangerous undertaking and recent events brought this fact home. Two experienced divers, Charles Walters and Reginald Brisk, went into the caves after taking extensive precautions. Tragically, only Charles Walters emerged from the dark waters. A local man, Timothy Springer , found the diver wandering in the woods and promptly took him to the Tallahassee Memorial Hospital…"

If the investigators talk to Timothy Springer, they will find that he seems to be a friendly and conscientious person. Springer works in a local bank and enjoys walking going to the park after work. If the investigators talk to Springer, he will have the following to say:

"I was in the woods, looking at some birds when I saw a man in a wet suit wandering about the woods. He seemed to be injured, so I went to help him. When I got closer, he started yelling something about a monster in the spring. I figured he might have gotten the bends, since the spring is actually quite deep. So I rushed him to the hospital. I've seen

him a couple times since then and he seems much better."

If the investigators go to see Walters, they will have to talk the nurse into allowing them to visit (by using Fast Talk). If they get into his room, Walters will be willing to talk to the investigators if they are pleasant and have a plausible story. His initial story will be that he and his friend simply had a diving accident and that he got the bends when he rushed to the surface because he was out of air.

If an investigator makes a Psychology roll, it will be noticed that Walters appears to be uncertain about his answer and that he might be hiding something.

If the investigators are able to persuade Walters, he will tell the following story after making the investigators promise not to repeat it:

"Okay, I didn't run out of air. We were diving in the springs and we had spare tanks set up so we could decompress on the way up. We weren't in that deep anyway. Well, what seemed to have happened was this: Reggie was out of ahead of me and going deeper when his light picked up something. Something bigger than a man and moving. At first I thought it was a big gator, but they don't go that deep, at least when they are alive. It came in fast and I got a better look at the parts that Reggie's light revealed. I could see tentacles, teeth, and flippers. I could see Reggie panic and flail at it with his light, then the light was falling to the bottom, its spinning beam illuminating a new moment of horror with each rotation…the water went red…the beam was going through red tinted water…I broke for the surface as fast as I could. The next thing I remember was waking up here. It all seems like a nightmare, and I'm not sure if any of it happened. It might just be some sort of hallucination."

Walters will not be willing to say much more than this and will probably not be able to recover in time to be of any help to the investigators. If word gets out that Walters thinks he saw a monster, Hayes might decide to either eliminate Walters or try to take steps to cause people to suspect that Walters might have killed his friend.

If the investigators check on the official investigation, they will learn (if they are suitably persuasive) that accidents have happened in the springs and that no sort of wrong doing is suspected, Some attempts have been made to locate recover the body of the missing diver, but with no luck (since the Tulush devoured it).

Map

The adventure takes place mainly in Wakulla. Wakulla is short distance from Tallahassee, which is the capital. Tallahassee is a small city with an airport, two universities (Florida State and Florida A&M), two malls and not too much else.

Wakulla is a fairly rustic area and is best known for its sinkholes and Wakulla Springs State Park, which contains a beautiful stretch of river fed by a natural spring. The area is populated by a wide variety of wildlife, including many alligators. The area is most famous for the mammoth bones found in the spring and the various films that were shot there (various Tarzan films, one Airport Film, and the Creature from the Black Lagoon).

Compound Map

The compound is located in a wooded and isolated area of Wakulla. The compound is surrounded by a six-foot high wooden fence. During the day the cultists spend their time doing various chores and participating in various rituals. At night the cultists sometimes participate in rituals, but they generally tend to turn in early. The guard posts at the corners of the compound are manned twenty four hours a day.

1. Guard Post: The guard posts are wooden towers with metal plates reinforcing the wooden walls. Each post is equipped with a small search light. There is always at least one armed cult "tough" in each guard post.
2. Parking lot: The cult vehicles, an assortment of cars and trucks, are kept here.
3. Restroom and kitchen: One half of building contains showers, toilets and sinks. The other half contains a large kitchen and
4. Barracks: This is the sleeping and living area for the cult members. It is broken into three sections. One section is for the male cult members, the second is for the female cult members and the last section is a common area / dinning area. The barracks is typically empty during the day, except for meal times and when the cultists are cleaning.
5. Temple: This is the cults normal worship area. It is laid out like a church, with an altar area at one end and pews in the main area. The religious motif is Christian, to provide a plausible cover for the cult. The cultists conduct their normal rituals in the temple. The rituals involve unusual chants that bear no resemblance to main stream religions (this will be obvious to nearly anyone who hears or sees a ritual). Naturally, the cult members do not conduct their true rituals in front of outsiders.
6. Hayes' House: Hayes and Reuben live in this house. The house has four rooms: a living room, two bedrooms and a bathroom. Since Smith stole Hayes' books and papers, there are no books to be found. Hayes does have a PC with an internet connection. The hard drive contains encrypted files, one of which contains the same information as to be found in the stolen papers. The other files contain cult records and such. Because Hayes has used a commercial encrypting program, the files are almost certainly inaccessible to the investigators. There are various emails from other cultists around the world on the hard drive. However, the email addresses are all through services such as Hotmail and Yahoo (and hence impossible to trace) and the emails are all in a code that makes the email seem innocuous or even spam. If an investigator chooses to try to find some sort of code, the process will take 1D4+4 months of dedicated work. The investigators might take the code to an expert, which would save them a great deal of time. If the emails are decoded, then the investigators will be able to gain some useful information that could well lead to other adventures (at the Keeper's discretion).
7. The Dome: The dome is made of concrete and reinforced with

steel. The is only one door in, which is made of steel and equipped with a state of the art lock. The interior consists of a narrow ledge around the pool in the center. There is diving gear in the dome and the pool leaves into the caves detailed on their own map.

Caves Map

The caves are accessed via the concrete dome in the compound. The caves are mostly natural, but have clearly been worked on with tools in places.

1. Pool: This pool was clearly shaped by tools. It leads down into the actual caves.
2. Tunnels: These caves lead off deep into the earth. If the investigators go down them, they might well get lost, especially if they are not experienced cave divers. Hayes has mapped out the tunnels and has an escape path that leads to nearby sinkhole.
3. Chamber: This chamber shows signs of having been worked with tools. There is a tunnel that goes far into the earth in the center. This is where the Tulush come when they are called. On the floor of the chamber is a locked waterproof case that contains an enchanted iron rod (3 points of POW in it). This is the rod that Hayes uses to summon the Tuush. If the investigators touch the rod, there is a 50% chance a Tulush will be close enough to sense this. The Tulush will rush into the chamber, ready to tear the investigators into bite sized morsels.

Action

While it is not possible to predict the exact actions of the players, the following guidelines should prove helpful to the Keeper.

Diving

Aquatic minded investigators might elect to dive in Wakulla Springs in search of what might have attacked the divers. Since the park is a state park, the investigators will either need to get permission (which might prove difficult in light of the recent episode) or sneak in. The spring is extremely deep and if the investigators are limited by SCUBA, they will not make it that far. If they use a remote submersible or a similar device, they have a slight chance of finding the dive light (the battery is dead) and perhaps some other pieces of the diver's equipment.

If the investigators decide to try to poison the springs or use explosives, they stand an excellent chance of being arrested. Also, such tactics would do a great deal of harm to the native life. In any case, the Tulush are unlikely to be affected by such tactics.

The Keeper will need to decide whether the investigators encounter a Tulush or not. The chances of this happening are fairly slight, unless the investigators take appropriate steps to attract their attention (such as by using the spell). Needless to say, an encounter with a Tulush in the water would probably prove extremely dangerous.

Provoking the Cult

If the investigators take action that arouses the suspicion of the cultists, they will take steps to learn more about what the investigators are

doing. If Hayes perceives the investigators as a threat, he will take steps to deal with them. Hayes will begin with some subtle attempts, such as sabotaging their vehicles or trying to get them arrested. If that doesn’t work, he will take steps to hire some local criminals to take care of the investigators (use the statistics for the cultist toughs).

If the investigators are able to survive these attempts, Hayes will increase his efforts. If he gets truly desperate, he will try to lure the investigators into the concrete dome in the compound so that the Tulush he will call can kill them. As a lure, Hayes will probably have Reuben pretend to turn against the cult. Her story will be that Hayes is planning to sacrifice a volunteer from the cult. If asked why she isn’t going to the police, Reuben will say that she fears that the police will not believe her and that even if they did believe her, the cultists would deny everything, including the sacrifice.

Attacking the Cultists

More aggressive investigators might decide to simply attack the cultists. The compound will prove to be a somewhat difficult target, since it is protected by a fence, guard posts and armed cultists.

If the investigators attack, the cultists will defend themselves. If given enough warning, Hayes will call the police on his cell phone. Unless the investigators have been able to win over the police, the authorities will aid Hayes.

The Subtle Approach

More subtle investigators might take a less direct approach. For example, they might attempt to find enough evidence to get the police to arrest Hayes. They might also fabricate evidence and get the authorities to intervene. They might also attempt to win over enough of the locals so that they will be able to have a free hand against the cultists. Or they might go to the heart of the matter and simply take Hayes and Reuben out of the picture. If they are killed or otherwise dealt with, the cult will collapse.

Conclusion

The adventure comes to an end when either the cultists or the investigators are defeated.

The investigators are defeated if they are killed or driven away. In this case, Hayes will continue to expand his cult until he is eventually able to purchase and control a large part of the era. Hayes success will bring in other, more powerful individuals and evil will flourish in this part of Florida. Thus, any surviving investigators who return will face an even greater challenge.

If the investigators defeat Hayes and the cult, they should receive a 1D6 Sanity point award. Keepers should also give a few additional points if the investigators manage to defeat the Tulush in the area. The investigators should receive a lower award if they defeat Hayes through brutal means, such as murdering all the cultists.

Depending on how the investigators defeat Hayes, they might be well regarded in the area or wanted criminals. If the investigators handle the situation well, the local people will be very pleased and will be willing to help the investigators in the future. If the investigators handle the situation badly (excessive violence or injuring local people) they might end up as wanted men.

The Keeper might wish to use this adventure as a lead in to “Pines & Sunshine” (in this issue). This can be done by making some of the data on Hayes’ computer information relevant to “Pines & Sunshine.”

NPCs

The following details the NPCs the investigators are likely to encounter. In most cases only the NPC’s relevant skills are listed.

“Preaching” Pete Smith, Religious Con Man

STR	13	CON	14	SIZ	14
INT	13	POW	13	DEX	13
APP	13	EDU	14	SAN	62
HP	14	DB	+1D4		

Description: Smith is a middle-aged man with graying hair. He looks extremely trustworthy and has a smooth, pleasant voice. Smith is a con man who favors the religious angle. Despite his tendency to be obsessed with money, Smith is not an entirely bad sort of person. He considers his experience with Hayes a bit of a revelation and feels obligated to undo the wrong he helped to create.
Relevant Skills: Fast Talk 65%, Law 32%, Library Use 37%, Occult 48%, Persuade 60%

Daniel Hayes, Cult Leader

STR	13	CON	14	SIZ	15
INT	16	POW	17	DEX	13
APP	14	EDU	17	SAN	00
HP	15	DB	+1D4		

Description: Hayes is a moderately handsome man who has reddish blonde hair and a disarming smile. Behind the smile dwells a sharp, but evil mind. Hayes, a former anthropology student, is now dedicated to the cause of his new masters, the hidden and unknown heads of the various secret cults that threaten the sanity and lives of mankind. Hayes prefers to solve his problems with subtlety and intelligence, but is not averse to violence.
Relevant Skills: Accounting 45%, Anthropology 55%, Cthulhu Mythos 25%, Fast Talk 60%, Geology 65%, Library Use 57%, Law 19%, Navigate 22%, Occult 64%, Persuade 75%, Swim 62%, Tulush Language 32%
Weapons: Glock .40 43% Shots 2 Damage 1D10+1 Range 20 Shots 15.
Spells: Contact Tulush

Janet Reuben, Cult Leader

STR	9	CON	11	SIZ	10
INT	14	POW	14	DEX	15
APP	16	EDU	16	SAN	00
HP	11	DB	+0		

Description:. Reuben is a very attractive woman who has black hair. She was working as a minor actress when she got involved with a producer who turned out to be a fairly powerful priest of the Old Ones. After he got bored with her, he sent her to aid Hayes. Reuben still sees herself as an actress and tries to use her acting abilities as her primary means of solving problems. In addition to her role as Hayes’ assistant, Reuben is also spying on him for the cult leaders (who want to see what Hayes is really made of).
Relevant Skills: Acting 42%, Bargain 55%, Disguise 55%, Fast Talk 65%, Law 17%, Occult 45%, P
Weapons: Glock 9mm 37%Shots 3 Damage 1D10 Range 20 Ammo 15

Brent Davis, Cult Enforcer

STR	16	CON	15	SIZ	15
INT	11	POW	12	DEX	12
APP	11	EDU	12	SAN	00
HP	15	DB	+1D4		

Description: Davis was a career criminal until he was recruited by a cult. He found the power of the cults to be much more impressive than the power of the gang he belonged to and he has been loyally serving his new cause ever since. Davis' method of dealing with troublesome people is to shoot them and dump their bodies into any convenient body of water.
Relevant Skills: Dodge 35%, Occult 21%, Sneak 31%, track 31%
Weapons: Fist 63% 1D3+DB, Grapple 33%, .44 Magnum 61% Shots 1 Damage 2D6+2 Range 30 Ammo 6, 12-Gauge Shotgun 63% Shots 1 Damage 4D6/2D6/1D6 Range 10/20/50 Ammo 5, Knife 58% 1D4+2+DB

Cultists

Typical Cultist (26)

STR	12	CON	12	SIZ	14
INT	10	POW	10	DEX	11
APP	11	EDU	11	SAN	00
HP	13	DB	0		

Description: The cultists were originally misguided and lost people who were searching for some sort of meaning. Now, though Hayes' careful efforts and exposure to the mind-bending rituals, they are now willing servants of evil and madness. The typical cultist will tend to avoid violence, but are willing to kill to protect the cult.
Relevant Skills: Chant 45%
Weapons: .22 pistol 20% Shots 3 Damage 1D6 Range 15 Ammo 6, Club 25% 1D6+DB

Typical Cult Tough (11)

STR	14	CON	15	SIZ	16
INT	10	POW	10	DEX	12
APP	10	EDU	11	SAN	00
HP	16	DB	+1D4		

Description: These are cult members who are tougher and more violence prone than the others. They are used to protect the compound and to keep any straying cultists in line.
Relevant Skills: Bully 45%
Weapons: 12-Gauge Shotgun 55% Shots 1 Damage 4D6/2D6/1D6 Range 10/20/50 Ammo 5, Knife 45% 1D4+2 +DB, Club 45% 1D6+DB

Mythos Being

Tulush, Lesser Servitor Race

Char	Rolls	Ave	#1	#2
STR	2D6+12	19	22	20
CON	3D6+12	22-23	26	27
SIZ	2D6+12	19	20	18
INT	3D6	10-11	12	14
POW	3D6+3	13-14	15	14
DEX	3D6	10-11	13	14
DB		+1D6	+2D6	+1D6
HP		21	23	23

Description: The Tulush are servants of Tulushuggua, a terrible being that dwells deep within the flooded caves of the earth. In terms of appearance, a Tulush looks like a horrible mix between a finned eel and a squid. The front of a Tulush contains four long, squid-like tentacles with a mouth in the center of the tentacle mass. The mouth is unusual and contains a spiral of teeth that reach almost to the stomach of the creature. When the Tulush swims, the tentacles press together, streamlining the creature.

On either side of the "head" are two fluid filled bumps which serve as the Tulush's sonar sense organs. Since a Tulush has no eyes, they must rely on their highly effective sonar to find their way and their prey. The Tulush also make use of sound to communicate. They have their own language as well as a simplified version they use to

communicate with humans (it is a bit like morse code and enables humans to "talk" back by banging on a solid surface). Their language sounds a bit like that of whales, but sounds harsher and a bit menacing.

The skin of a Tulush ranges from a dirty gray-white to a brownish white. The skin is smooth, rather than scaled. Tulush reek of ammonia, which makes it easy to tell when they are around.

Like sharks, a Tulush has cartilage instead of true bones. The only hard parts of the Tulush are its shark-like teeth (these teeth have been mistakenly identified as belonging to some sort of ancient shark).

Tulush tend to be very intelligent and have quite large and developed brains. They use this intelligence effectively when they hunt their prey (other alien creatures) in the dark, water filled caves of the earth.

Tulush rarely come anywhere near the surface and only do so when they have been sent or called.

Tulush, like deep-diving sea animals, are able to withstand changes in pressure that would cripple or kill a human. They are also capable of staying at least an hour out of water, although they prefer not to do this.

In combat a Tulush will grab at its chosen victim with its four tentacles and use them to pull the target into its mouth.

Move 3/10 Swimming
Weapons: Tentacles 45% 1D6+DB
Bite 50% 2D6
Armor: 2 points of insulating fat.
Spells: Contact Tulushuggua, Call Tulush
Sanity Loss: 0/1D8 Sanity Points

Spells

Contact Tulush
This spell can only be cast near a water-filled cave that branches deep into the earth where the Tulush dwell. The spell is cast by pouring at least a pint of blood from an intelligent creature into the water followed by striking a wall of the cave with an iron rod. The pattern of striking is quite complex and conveys the request to the Tulush. The spell costs 3 magic points to cast and 1D3 Sanity points. Unless the cave does not eventually reach the Tulush, the spell succeeds automatically. See page 199 of the 5.5th edition of the rulebook.

Call/Dismiss Tulushuggua: This ritual gains the attention of Tulushuggua, "The Watery Dweller Beneath." The spell costs the caster and any participants a variable number of Magic Points and costs the caster 1D10 Sanity Points. Additional points might well be lost when Tulushuggua makes its appearance.

This spell can only be cast near a water-filled cave that branches deep into the earth where the Tulush dwell. The spell is cast by pouring at least a pint of blood from an intelligent creature into the water followed by striking a wall of the cave with an iron rod. The pattern of striking is quite complex and conveys the request to the Tulush who bring the message to their master. The chances of success may be increased by using an enchanted rod of iron. For each point of POW the rod has been imbued with, the chances of success increases by 10%. See page 195 of the 5.5th edition of the rulebook for additional details.

Handout #2

-*Old Cults of Mystery* (1921) by Able Hastings.

There are a few references to ‘those who dwell beneath the earth, yet swim rather than burrow’ and all of them are disturbing. It is said that a great evil god dwelled within the “aquatic crevices” of the earth and sent his minions to the surface to have dealings with certain corrupt men. The most complete work on this topic is contained within Humbolt’s *Forbidden Cults.*

Handout #3

-*Odd Florida* (1966*),* Gerald Jones.

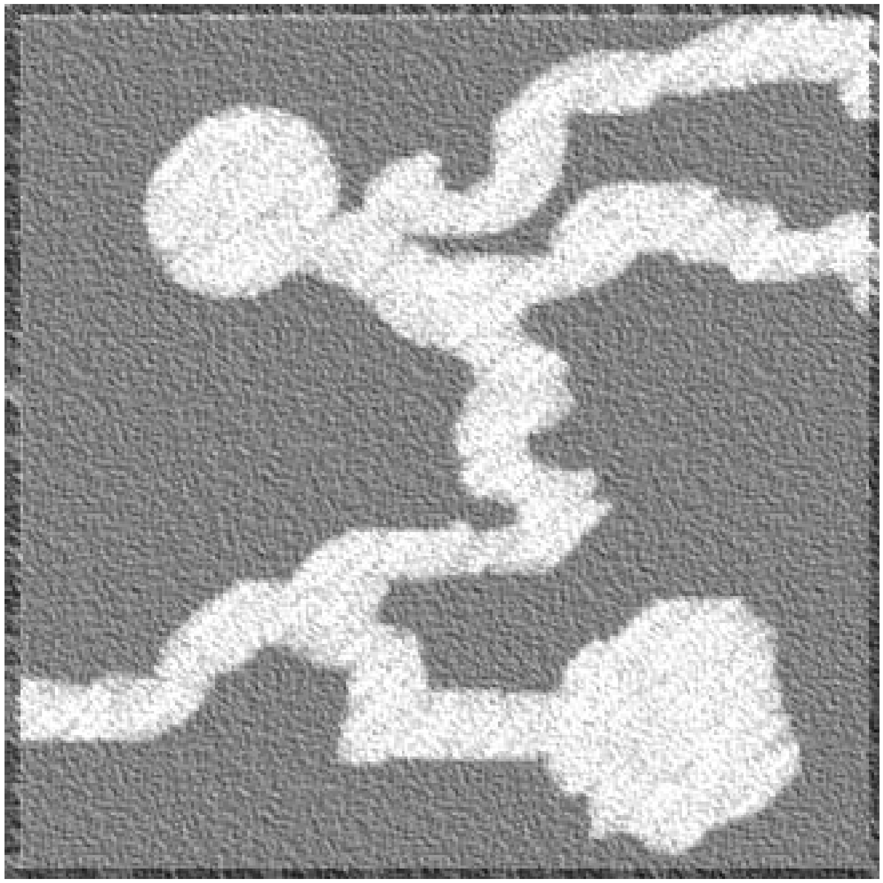
In addition to the pleasant tale of the fountain of youth, there are many not so pleasant Spanish tales. One story speaks of a small band of Spanish soldiers who set out from Fort San Marcos in search of another party of men who had failed to return. Based on the references to sinkholes, it is likely that these men reached the area now known as Wakulla. The men supposedly encountered one of the missing men. The man was crazed and spoke of the ‘devil’ that dwelt within the water filled hollows. He told the soldiers how something lashed out of the water, dragging his fellows into the hole. He said that there was so much blood that all the holes in the area were tinted red. When the man was brought back to the fort, all he could do was recite the following: ‘veins run through the earth and her blood is water. Things swim in her blood…things that should not be.’ It is said that the man was sent back to Spain and died twenty years latter in a monastery, still reciting the words.

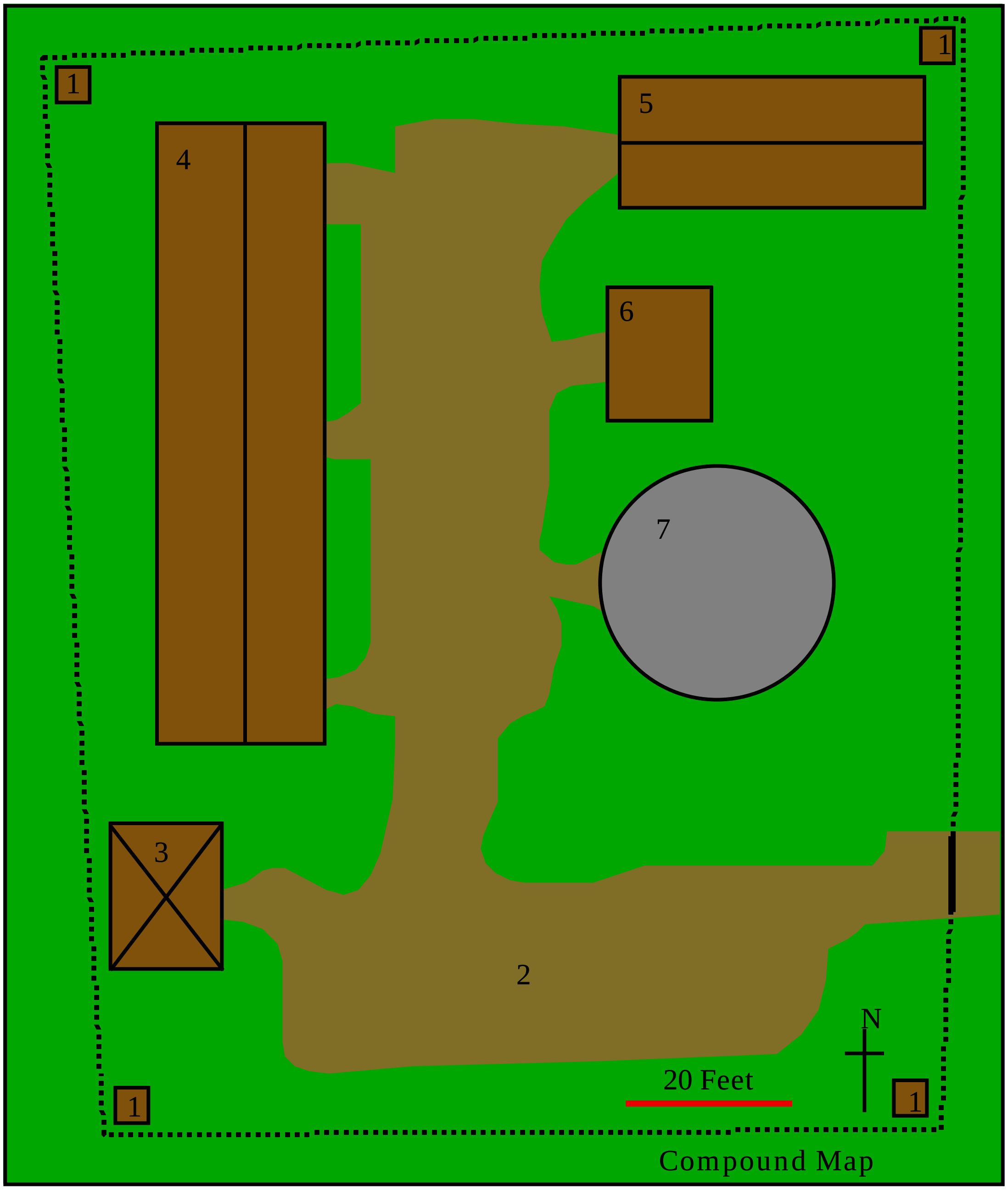
Handout #4

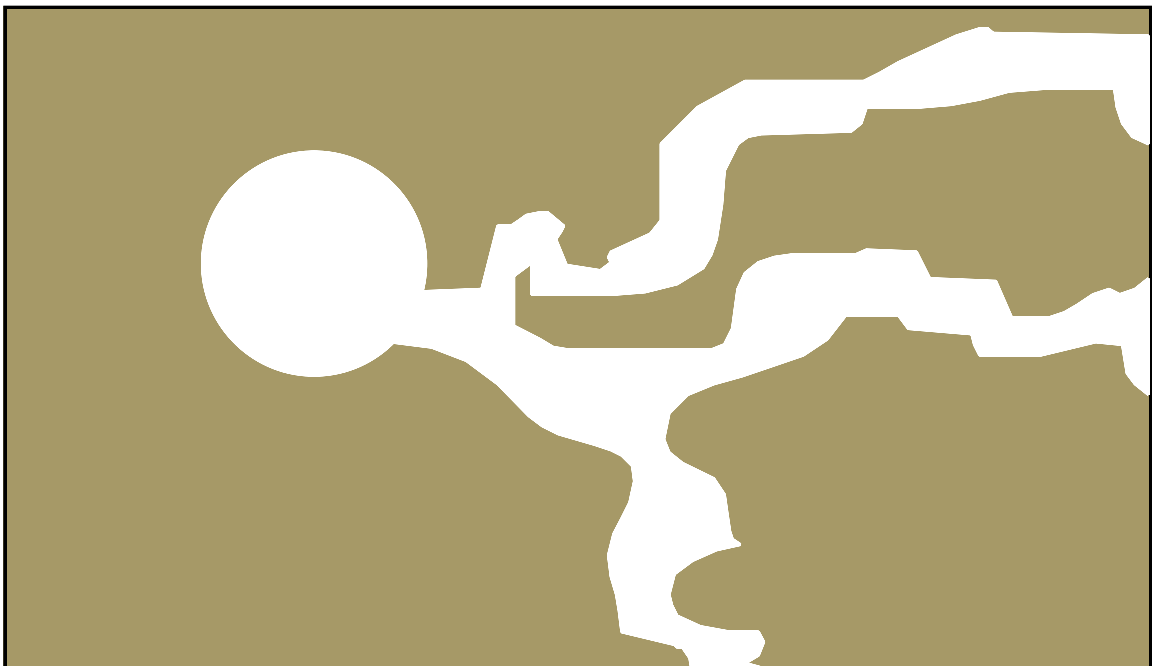
-*Tallahassee Democrat*

Tragedy in Wakulla: Diving in Wakulla Springs is a dangerous undertaking and recent events brought this fact home. Two experienced divers, Charles Walters and Reginald Brisk, went into the caves after taking extensive precautions. Tragically, only Charles Walters emerged from the dark waters. A local man, Timothy Springer , found the diver wandering in the woods and promptly took him to the Tallahassee Memorial Hospital…

The Tile




1
1
5
4
6
7
3
2
N
20 Feet
1
1
Compound Map



Sink Holes Map